^TheScienceDepartment Lobby

- Background
  - Historic References:
- v3 December 21, 2022-Jan 4th, 2022
  - Sub-Room 1: PublicLobby
  - Sub-Room 2: Party Sub-Room
    - High-Level Notes
    - Layout
    - Key Mechanical Elements
    - Immersive Elements
- v2 November 2022->Dec 21, 2022
  - Sub-Room: PublicLobby
- v1 October 2022
  - Sub-Room: Lobby
    - High-Level Notes
    - Layout
    - Key Elements
  - Immersive Elements
- Trivia
- Gallery

Background

Historic References:

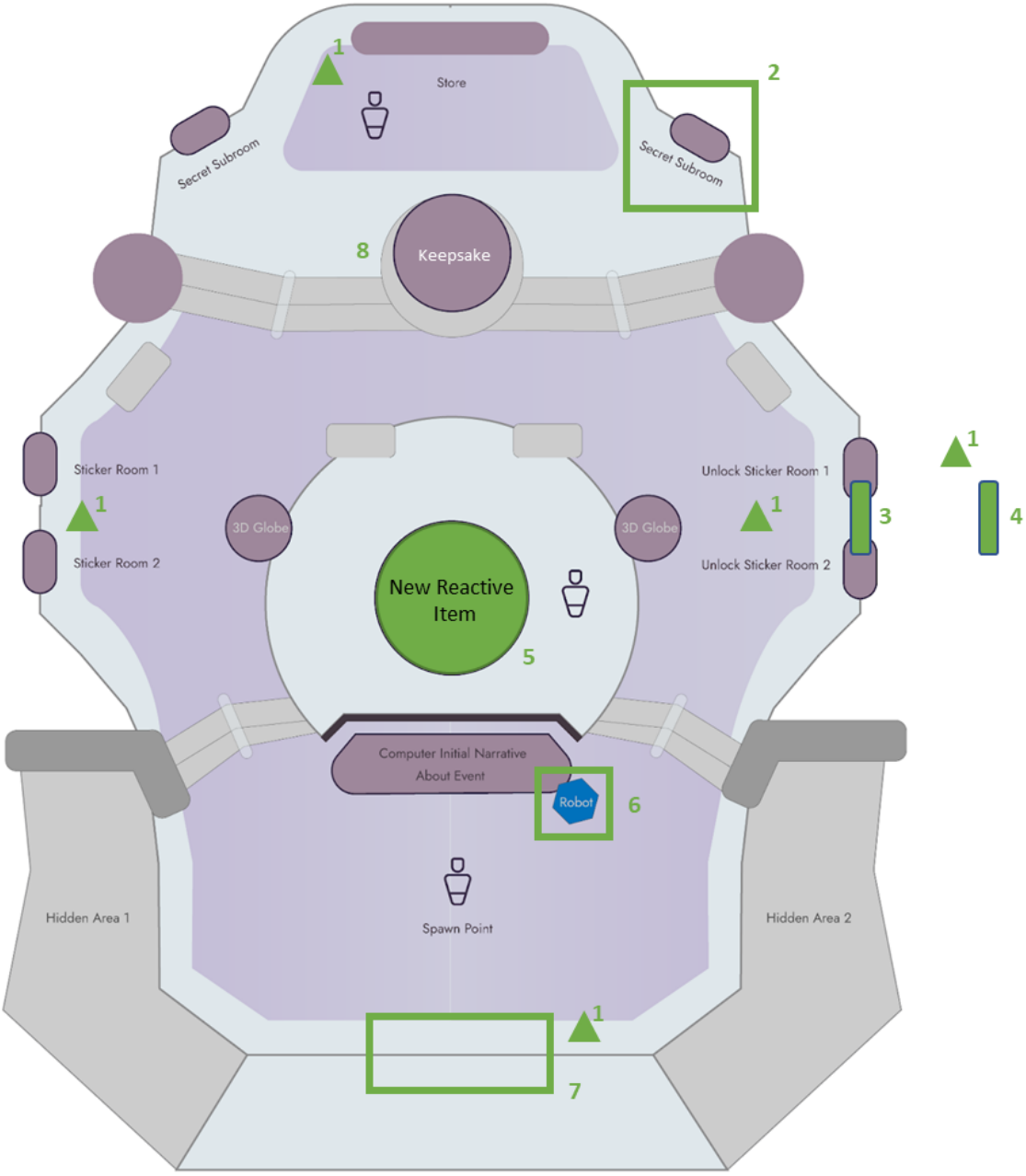
> *Defined by the logo, the purple color, somewhat the tech of the fans and other obstacles out there, and generally that they are doing wacky science that is far beyond what you'd expect from a normal school*

References from Disc Golf Propulsion

v3 December 21, 2022-Jan 4th, 2022

Sub-Room 1: PublicLobby

Changes marked in green. Map the numbers to the details below



⚠ **The existing lobby should be archived so we can reference it in the future.** This v2 lobby should be a new sub-room technically.

#	Change Title	Change Details
1	New Circuit Placements	Move the Portal Gun unlock circuits around to the new areas of focus for players. The placements on the diagram are recommendations - details can be finalized by the build team

2	Power Core Research	Secret Subroom where there's Power Core research happening: • Should be surrounded by a glow that matches the color of the power core • +1 if there's some SFX in the area • +1 if the space feels dynamic, like the glow fading sometimes and brightening other times to indicate that the Power Core is being actively worked on
3	Token Store	Add a second store to the space • This is a token store instead of a credits store • Goes on the lower level wall between the 'bonus rooms' doors
4	Rec Holiday Market Door	Upper Level door takes players to Rec-Holiday Market • +1 If there's a slight change in the visuals of the door to indicate that it's active this time, unlike last time
5	New Reactive Item	Switch out the ScienceShovel for the new Reactive Items (Item TBD)
6	Robot Updates	Robot is dancing and pointing to the 'party sub-room' door
7	Party Sub-Room Door & Window	Details of sub-room in the sub-room section • The door should lead to the new sub-room • +1 If there's a slight change in the visuals of the door to indicate that players should take it to go to the sub-room • Should we change the player spawn point in the room? • +1 if the window above the door has some dynamic lighting to show that there's a party happening behind it
8.1	Misc Changes: **Removing Chapter 1 Content**	Remove some Chapter 1 specific content: • Remove UFOs and UFO beam • Remove the Portal Gun antagonist teaser area
8.2	Misc Changes: **Portal Gun Spawn Updates**	Change the Portal Gun spawn to: • Collect 5 circuits from their new spots • Collecting circuits directly spawns the portal gun in the room (no teaser portal) • Increase Portal Gun portal limit to 20
8.3	Misc Changes: **Holiday Decor**	Add holiday decor to room - decor details TBD by Build Team • Keep the decor inclusive
8.4	Misc Changes: **Eye of Elsewere Easter Egg**	Add the eye of Elsewere near reactive items/in some hidden spots to tease the content/lore around Elsewere
8.5	Misc Changes: **Text Update**	@ Yash to update the text on the screen, radars and Robot closer to the start of the event.

Sub-Room 2: Party Sub-Room

High-Level Notes

- Feels like an extension of TheScienceDepartment
- We do not need to visualize it in too much detail/it can be dark and disco-like
- Robot arranged this challenge for players so it can have a 'good-intentions in putting it together but it's slightly weird' vibe

Layout

TBD - by Build Team based on the Key Mechanical Elements and Immersive Element Requests

Key Mechanical Elements

Social Activity: Dance Dance Revolution Style Floor	Secret Credits Shop
The goal here is to create a fun social activity. Message @ Yash if you have any recommendations outside a dance floor • Should be a challenge that has a 'win state' • Ideally something you do with 2 or more people • Activated only if one of the players interacting with it is wearing a reactive item	• Second credits store (first one is in the PublicLobby) • Visible to all players but you can only interact with it by completing the dance challenge

Immersive Elements

1. **Dancing Robot**
   - Make it clear that it's the same robot as the outer room
   - +1 if the robot can still answer questions - we can use this space to explain how the social activity works

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v2 November 2022->Dec 21, 2022

Sub-Room: PublicLobby

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v1 October 2022

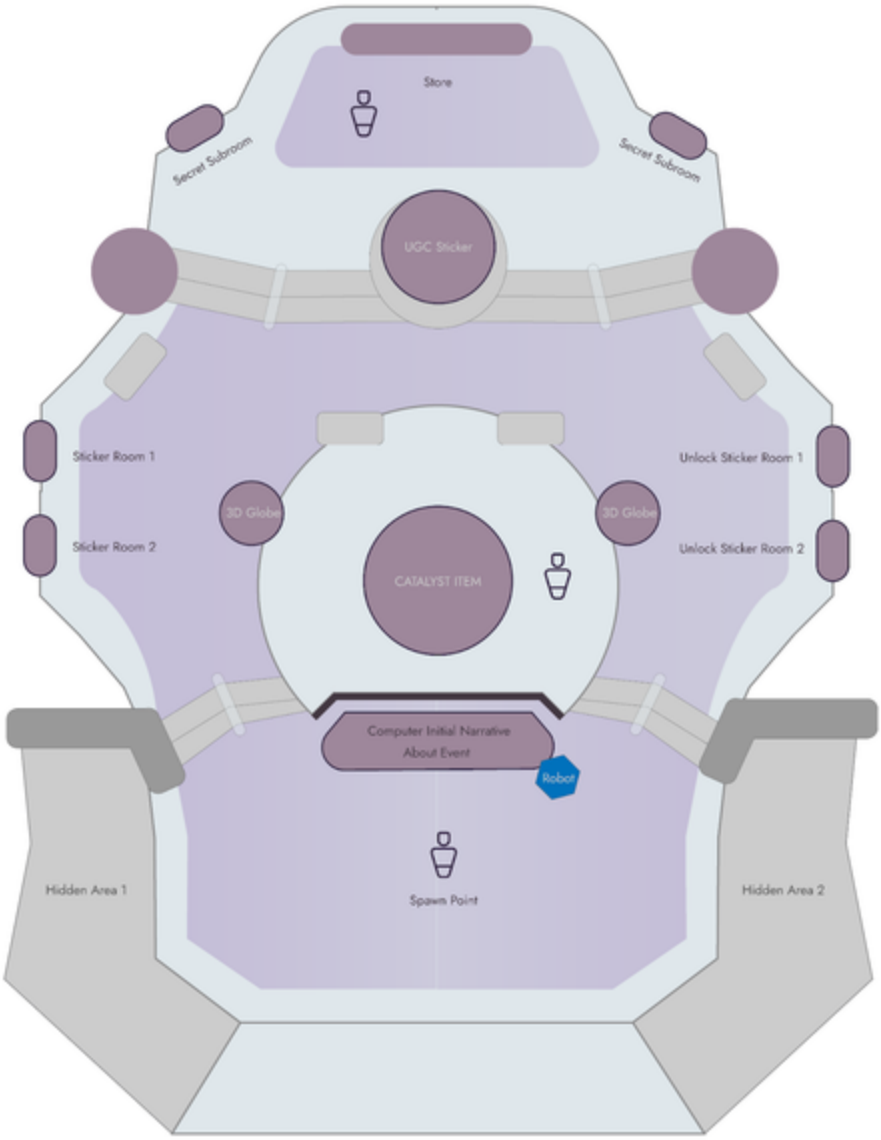
Sub-Room: Lobby

https://docs.google.com/presentation/d/1Qlm4ivZ3fKzmx5fK0juo5krkNP98w2Eo1rnGWWm7WUU/edit#slide=id.g14606ce8cef_0_0

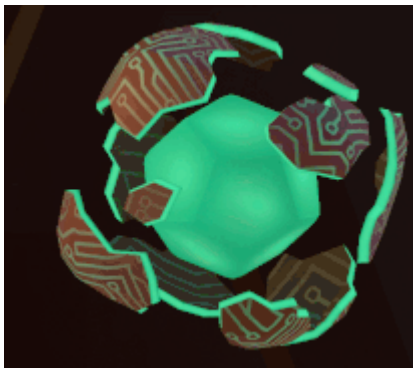
High-Level Notes

- Mysterious
  - Awe-inspiring
  - Not spooky
  - These are good guys
- Tech Oasis vs Chem Lab
- Purple accents everywhere
- Impressive but not scary
- Show obvious hidden areas
  - this is almost like a lobby

Layout



Key Elements

		
Pop Up Shop Themed Pop Up shop: Hosts the rewards players can collect using event currency	**Power Core / UGC Sticker** Easy to find, somewhat centrally located to tutorialize what a user is looking for in other rooms	**Catalyst Item** A pedestal/a place to show avatar item which unlocks s A board to upsell the item A catalyst item trigger that t in the room

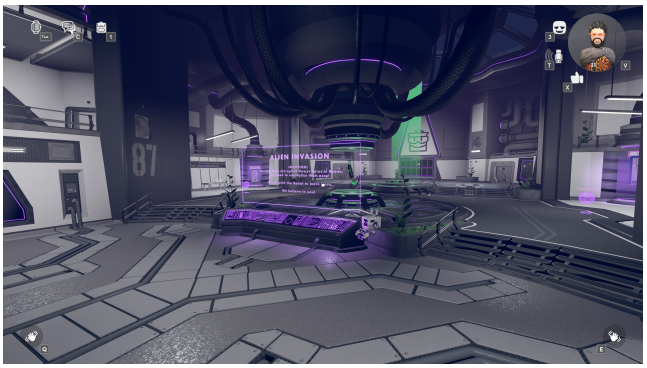
Immersive Elements

- **Radar Globes x2:** Purple-hued. Have spots show up through the event to show more rooms are being discovered
  - One of the globes is turned off for anyone who doesn't have a catalyst item
- **Hidden Areas:** Convey that the room has areas beyond what you have access to this time. Fog hiding hallways etc
- **Flying Robot:** Narrative device to tell the story instead of a mysterious voice. We do NOT want to visualize any scientists yet

Trivia

- TheScienceDepartment room hosted the first player-facing version of the PortalGun which unlocked after players collected 5 hidden circuits in the room
- TheScienceDepartment had other hidden Easter Eggs like
  - UFOs
  - A UFO with a tractor beam that lifted players
  - An anti-gravity device
  - A teleportation device

Gallery

com.AgainstGravity.RecRoom-20220928-170530_Trim.mp4	Fireworks2022_3 (1).mp4
	Invasion_v1_NOSFX.mp4